Good and Bad UI design

Assigment 1
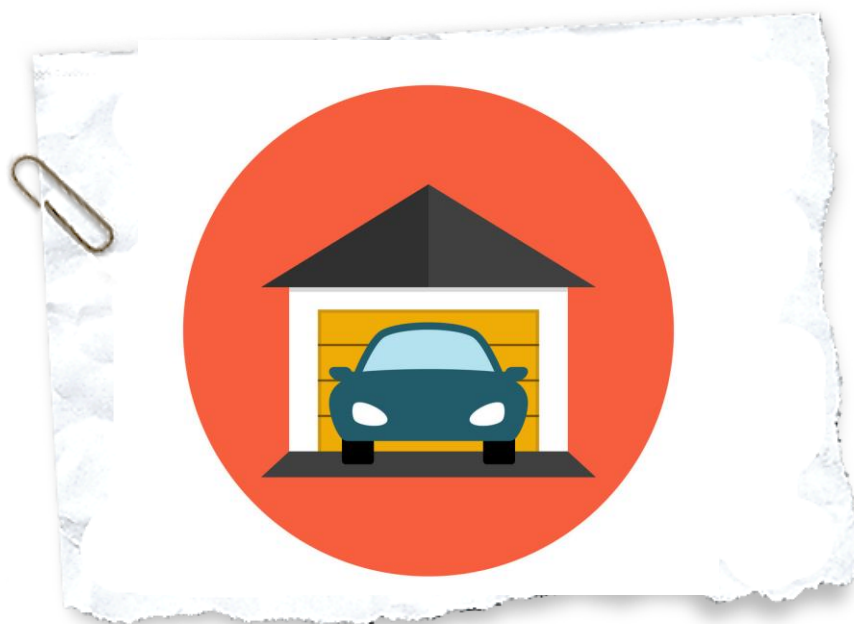
Realizado por:

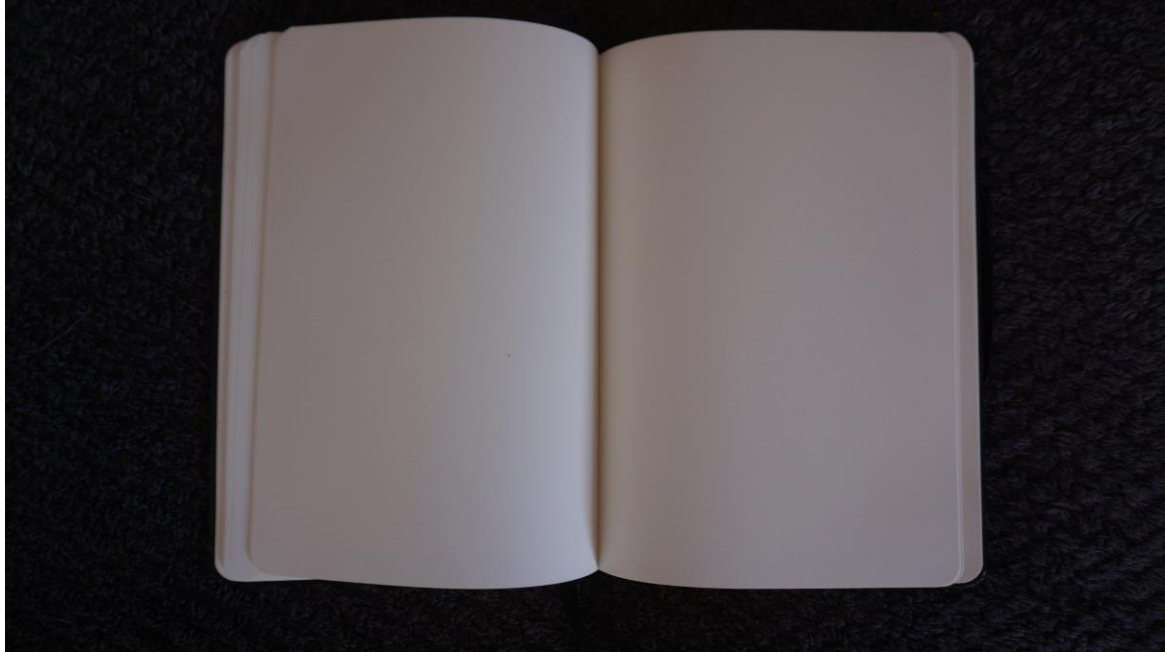49837, Diogo Coelho

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Bad UI Design
Paper
(Very controversial)

Objective

This interface as many objectives, from writing notes to drawing, from reading to planning.

Good aspects and bad aspects

Let's start with the good aspects, shall we? It's very easy to use and really easy to learn how to use it. We are instilled in a social system where paper is used by us from primary school and even before until we die. It's also pretty pleasing to use. A lot of book worms only buy paper books due to the reason that it's more pleasing than looking at a screen.

But it has some pretty serious bad aspects, from environmental mass destruction to not being able to correct a single word without having to scribble all over it and it's not very customizable, for example, you cannot change the color of the pen you wrote in it after you wrote in it. The fact that it needs other materials such as pens it's whole other problem. It gets old and falls apart. It's very sensible and it has historically provoked wars.

Why is it bad?

Everything isn't perfect and everything isn't perfectly terrible, paper it's actually a pretty good interface but it needs a lot of environmental destruction for us to use it for such a simple and basic task of writing and reading. I have a lot of concerns for the environment and destroying our source of living to be able to write a sentence it's a pretty bad characterization. The future is now, we can already use other sources of writing and reading and drawing without the need for global wrecking.

Why was it designed this way?

It was designed this way because it was the only way at the time, and it's instilled in our culture and has worked for us for thousands of years. Now it's time to move on.

Good UI Design
Garage free parking space lights and counter

Objective

The objective of the interface is to count how many free parking spaces exist in a specific parking lot or parking lot area and to signal where that free space is with a green light for free space and a red light for an occupied space

Good aspects and bad aspects

When this started to appear I absolutely loved it! It's a simple idea which saves a lot of time and any driver can instantly understand it's use and benefit. But it still has a little problem of when the parking lot as only a few spaces left the drivers have to go around looking for them although they know the area, but some parking lots have actually figured this problem out by lightning arrows to the place where the parking slot is free.

Why is it good?

I'm going to take my family as an example. Sometimes when we go to a big supermarket that doesn't have this system in their parking lots and it's really full, we quit going to it because we don't want to be stressed and wasting a lot of time looking for a free space. So, this system has actually made profit to the supermarkets that use it, because if it says how many spaces there are and where they are, we actually enter the supermarket even if it's really full. And if it doesn't have any space, we can already know that without even having to enter the parking lot, saving us time anyway.